



Akademia Górniczo-Hutnicza  
im. Stanisława Staszica w Krakowie

AGH University of Krakow

## AGH Beamer Theme

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⇐ the left margin size  
⇐ is 43.80011pt

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the right margin size ⇒  
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# Part I

## Examples



## 1 Basic elements



1 Basic elements

2 Mathematics



- 1 Basic elements
- 2 Mathematics
- 3 Computer Science

# Itemize



- Item 1
- Item 2
- Item 3

# Itemize



- Item 1
- Item 2
- Item 3

## Uncovering one by one

- Item 1



# Itemize



- Item 1
- Item 2
- Item 3

## Uncovering one by one

- Item 1
- Item 2

# Itemize



- Item 1
- Item 2
- Item 3

## Uncovering one by one

- Item 1
- Item 2
- Item 3

# Enumerate



- ① Item 1
- ② Item 2
- ③ Item 3

# Enumerate



- ① Item 1
- ② Item 2
- ③ Item 3

Uncovering elements in turn with  
simultaneous highlighting

① Item 1

# Enumerate



- ① Item 1
- ② Item 2
- ③ Item 3

Uncovering elements in turn with  
simultaneous highlighting

- ① Item 1
- ② Item 2

# Enumerate



- ① Item 1
- ② Item 2
- ③ Item 3

Uncovering elements in turn with  
simultaneous highlighting

- ① Item 1
- ② Item 2
- ③ Item 3

# Basic blocks



## Definition

A **set** consists of elements.

## Example

The set  $\{1, 2, 3, 5\}$  has four elements.

## Wrong Theorem

$1 = 2$ .

# Math environments



## Theorems

Theorem (Pythagorean)

$$a^2 + b^2 = c^2$$

...

## Proofs

Proof.

...



Definition

...



# Dynamic mathematical formula



$$\binom{n}{k} =$$

# Dynamic mathematical formula



$$\binom{n}{k} = \frac{n!}{k!(n-k)!}$$

# Using the 'listings' environment



```
1 /* The first program in C++ */
```

# Using the 'listings' environment



```
1  /* The first program in C++ */  
   #include <iostream>
```

# Using the 'listings' environment



```
1  /* The first program in C++ */  
   #include <iostream>  
3  using namespace std;
```

# Using the 'listings' environment



```
1  /* The first program in C++ */  
   #include <iostream>  
3  using namespace std;  
   void main()  
5  {  
  
7  }
```

# Using the 'listings' environment



```
1  /* The first program in C++ */
   #include <iostream>
3  using namespace std;
   void main()
5  {
       cout
7  }
```

# Using the 'listings' environment



```
1  /* The first program in C++ */  
   #include <iostream>  
3  using namespace std;  
   void main()  
5  {  
    cout << " Hello World!"  
7  }
```



# Using the 'listings' environment



```
1  /* The first program in C++ */  
   #include <iostream>  
3  using namespace std;  
   void main()  
5  {  
    cout << " Hello World!" << endl;  
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# Using the 'minted' environment



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```

# Using the 'minted' environment



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# Using the 'minted' environment



```
1  /* The first program in C++ */
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# Using the 'minted' environment



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# Using the 'minted' environment



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# Using the 'minted' environment



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3  using namespace std;
4  void main()
5  {
6      cout << "Hello World!" << endl;
7  }
```



## Part II

# Appendix

# Bibliography I



Wikibooks

L<sup>A</sup>T<sub>E</sub>X/Source Code Listings

[https://en.wikibooks.org/wiki/LaTeX/Source\\_Code\\_Listings](https://en.wikibooks.org/wiki/LaTeX/Source_Code_Listings)



Till Tantau, Joseph Wright, Vedran Miletić

The beamer class

<http://mirror.ctan.org/macros/latex/contrib/beamer/doc/beameruserguide.pdf>



Leslie Lamport

L<sup>A</sup>T<sub>E</sub>X: a document preparation system : user's guide and reference manual

Addison-Wesley Pub. Co., 1994

# Bibliography II



Author

Title of the article

Editor, year

Notes



Author

Title of the article

Editor, year

Notes

[6]

Author

Title of the article

Editor, year

Notes

# Bibliography III



[Polak98] Author  
Title of the article  
Editor, year  
Notes